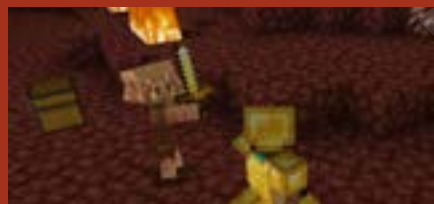


THE ESSENCIAL GUIDE TO MINECRAFT

INDEPENDENT
AND
UNOFFICIAL

CAVES AND CLIFFS THE COMPLETE HANDS ON!



SURVIVAL MODE
TRAVEL GUIDE
TO THE NETHER



MINECRAFT DUNGEONS
ANCIENT HUNT IS
THE BEST UPDATE EVER



FREE MAPS
SOME OF THE BEST WORLDS
ON THE MARKETPLACE



EDITOR'S LETTER

The success of Minecraft does not stop to achieve milestones. After more than a decade of the original release, it's one of the few longtime games that still continue to enlarge his fan base. In 2020 more than 130 million users have at least played Minecraft once per month.

Also astonishing are Minecraft Dungeons numbers. Released on May 2020 has sold so far 10 million copies across all platforms. In China, where Minecraft is free, has been downloaded more than 400 million times.

All of this together means that Caves & Cliffs is already one of the biggest updates ever, Ancient Hunts for the dungeon crawler was bigger than any DLC released so far and the amount of free maps/skins on the Marketplace it was never so varied.

With great power comes great responsibility and Mojang is giving back to the community in the same amount of his success.

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THE GENEROSITY OF MOJANG IN HERE

ALL THE CONTENT IN THIS MAGAZINE IS FOR THE INFORMATION AND USE OF THE READER. IT IS THE RESULT OF JOURNALISTIC INVESTIGATION AND USE PRESS SOURCES FOR ACCESS TO IN-GAME MATERIALS AND GAME ART. SPECIALISTS WERE USED FOR THE DIRECT COLLECTION OF FORTNITE IMAGES WITH THEIR OWN AVATARS, TO ILLUSTRATE THE GAME EXPERIENCE AND PROVIDE CRITICAL ANALYSIS. DUE TO THE CONSTANT UPDATES TO THE GAME, BATTLE ROYALE MAGAZINE CANNOT BE HELD RESPONSIBLE FOR ANY INFORMATION THAT IS NO LONGER UP TO DATE OR CORRECT AT THE TIME OF THE PUBLICATION.



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MINECRAFT EARTH

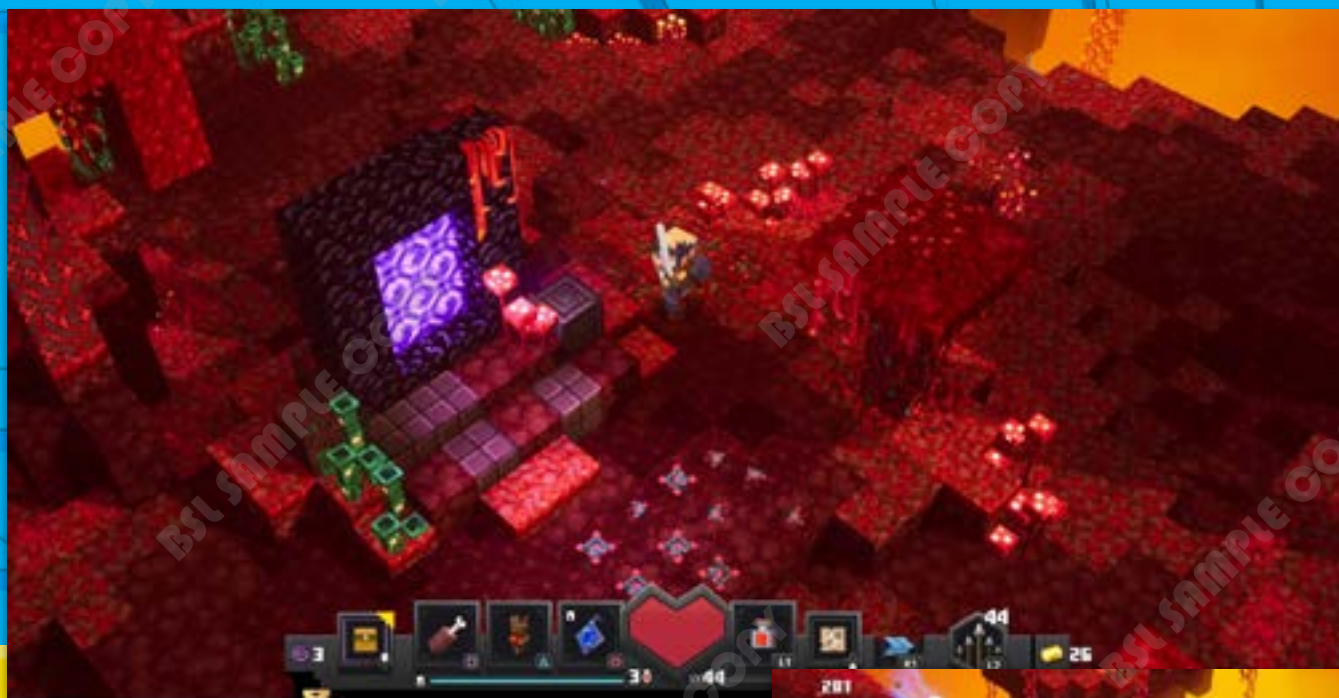
IT'S SET FOR 30 OF JUNE THE END OF THE AUGMENT REALITY ADVENTURE CALLED MINECRAFT EARTH. WHAT IS BEING CALLED THE FINAL SHOWDOWN, WILL MEAN THAT THE APP WILL BE ERASED FROM ALL THE STORES AND THE USERS WILL NOT BE ABLE TO PLAY.



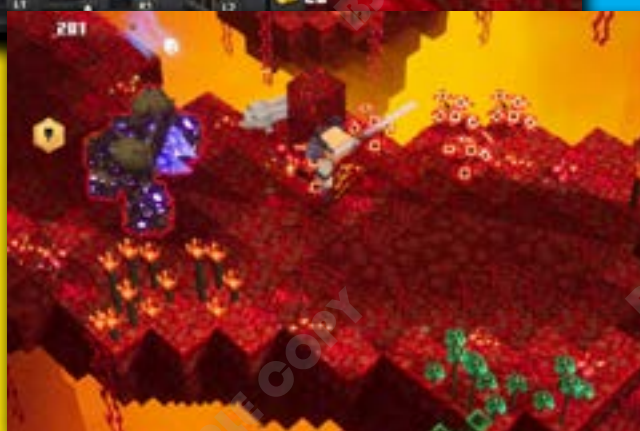
MINECRAFT DUNGEONS



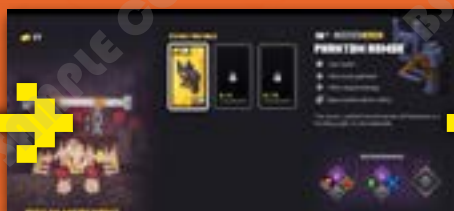
ANCIENT HUNTS



The Flames of the Nether is a paid DLC, but with his release was also made available a huge amount of free elements, with the clear goal of maintain the community connected to the Dungeons title. Ancient Hunt is a new feature with random generated missions, new gear, new merchant and new currency. As before the sixth merchant will spawn in the town near the other shops - but in a new cave area. To start an Ancient Hunt mission players need to offer regular items and Enchantment Points (last one is optional) to receive the new Gilded Gear as reward in the end. The quality of the loot and the bosses that you will find in this mission are connected to the quality of the items and be careful, what is used to access an Ancient Hunt mission will be lost forever - see this as an investment.



If the main game is already finished players will receive the information that Ancient Hunts is unlocked. The cave will appear in the main town, where missions can be summoned by offering items and Enchantment points.



Just after the first Ancient Hunt mission is played will be possible to buy items directly to the Piglin Merchant. In this shop items can be bought exclusively with the new currency: Gold. To unlock gold players need to "farm" it in Ancient Hunt missions.



Players will need to invest four items, with Enchantment points being optional (what affect the quality of the final reward). They must cover all four classes of items: Melee and ranged weapons, armor and Artifacts. Offerings will be permanently lost.

ALL YOU NEED IS GOLD!

As emeralds on the regular missions, on Ancient Hunts players will receive gold and emeralds as rewards for opening chests and as ending rewards. Despite the new currency, just the Piglin Merchant accepts gold and will give items with the new rarity level: Gilded. Ancient Hunt missions can be enjoyed in various sessions until the mission is ended.



MAP

Despite the random effect of the map generator, players will face Piglin and Piglin brute mobs in Nether based maps. No matter if you bought or not the DLC, the Ancient Hunts mission will happen on the Nether.



GILDED ITEMS

All items acquired or unlock in Ancient Hunts are gilded, but they can have on top of that various rarity levels: common, rare, and unique. New randomized enchantments are built in.



ANCIENT MOBS

Beyond the Nether mobs that will spawn around Ancient Hunt maps, as Blaze or Magma Cubes, we will be introduced to Ancient Mobs. These new bosses were already used in the game, usually in final map battles, but are introduced here with new enchantments.

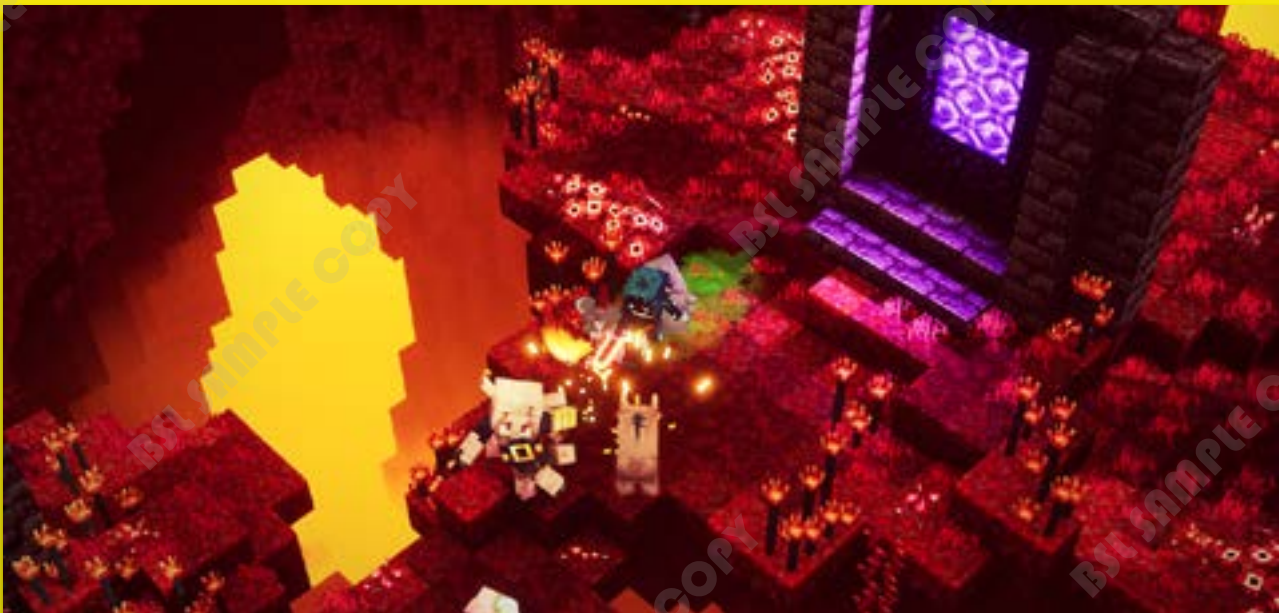


REGULAR MOBS VS ANCIENT MOBS

Mojang has not shared details about it, but was confirmed that the class of mobs which spawn on the new maps are related to the weapons that are offered to start the mission (at least four are needed).



THE "DUNGEON CRAWLER" REACHES THE NETHER



The plan for Minecraft Dungeons DLCs in 2021 is being maintained, putting the player on an authentic journey through multiple dimensions and popular biomes of the Minecraft universe. In Flames of the Nether we have a trip to hell, with 6 new missions, the use of the most charismatic mobs in the Nether and more items and artifacts to unlock. On top of that two new skins were added to the roster and a baby Ghast can also be unlocked as a pet once you get this new map.

As expected the new DLC can be bought directly by \$6 or with the season pass that includes the future maps planned for 2021 (that will have the End Dimension as the grand finale) and the previous Howling Peak.



In Minecraft Dungeon players can now access to three sources of adventures: Mainland (where the main adventure takes place), Island Realms (for all DLCs with Overworld biome maps) and now the Other Dimensions (for The Nether and The End).



The biomes that were added in the Nether Update last year on the main Minecraft game were also used in this map (is possible to fight on the Crimson Forests and also on the Warped Forests).

10 MILLION PLAYERS

Minecraft Dungeons was released on May 2020 and since that period it sold 10 million copies across all platforms. It's an amazing milestone for Mojang and that just means that Dungeons has a bright future at his front (after the announcement of the closure of Minecraft Earth some concerns about Dungeons were also raised... fake news in the end).



TO CELEBRATE THIS 10 MILLION UNITS SOLD MILESTONE ALL MINECRAFT DUNGEON PLAYERS RECEIVED A NEW CAPE AND A NEW PET (AUTOMATICALLY ADDED TO THE LOCKER ONCE THE ANCIENT HUNTS UPDATE WAS MADE).



SOME AMAZING DATA WAS SHARED BY MOJANG WHILE THIS MILESTONE WAS ANNOUNCED: ARCH-ILLAGER (FINAL BOSS OF THE MAIN QUEST) HAS BEEN DEFEATED 5,934,629 TIMES AND COMBINED, ALL THIS PLAYERS SPENT 1141 YEARS IN CAMP.



Interestingly, some of the scenarios are very similar to those presented in Ancient Hunts, which removes some of the impact of this DLC in the community (on top of that, Gilded artifacts and items are really what we like to fight for).



This DLC presents three unique weapons to unlock: the Pride of the Piglins, Weeping Vine Bow and Bone Cudgel. No matter what, the item that we like most, also unique, is the Golden Piglin Armor (which provide 50% artifact damage).

CAVES AND CLIFFS SPLIT PLANS



The so expected Caves & Cliffs update on Minecraft, the biggest update ever made in the history of Mojang, was split in two delivers. First wave on this summer and the second was postponed six month to match with Christmas holidays.

The split happen by three main reasons: ensuring quality, technical challenges and as a team health measure. Crunch dev teams as a working culture in videogames start raising consumer's awareness mainly after the release of Cyberpunk 2077 and

despite the bad news regarding delaying the major part of the update, the community stand tall for Mojang concerns by all elements of their team. With this in mind the most problematic area of the update, the world generation of the new caves and mountains was now delay, new mobs and most new blocks are already included in the first wave while archeology was kicked from the development plans indefinitely.



NEW BLOCKS AND ITEMS

Almost all the new blocks created for the new update are already available: Copper, ore variants, crystals, geodes, tinted glass, glow ink, deepslate and much more.



MINECRAFT



NEW MOBS

Almost all new mobs are available (from the Goat to the Axolotl), with the exception of the Warden (as it's so related with the new cave system, simply don't make sense to have it on the game without any place to spawn).

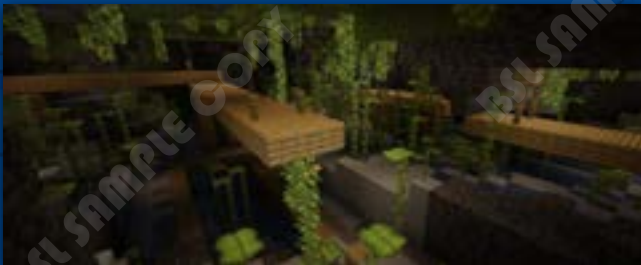


TEXTURES

Most of the ores in the game are also being updated visually. These small changes are already visible on this first update.

FLORA DELAYED

The entire flora created for the new caves will not be available in the game for now. Flowering Azalea Bushes, Spore Blossoms, Dripleaf Plants or the Glow Berries will be stored as a Christmas present.



CAVES AND MOUNTAINS WORLD GENERATION... JUST FOR CURIOUS GAMERS

If you are curious about the current state of the Lush Caves Biome or the new Mountains, this option is still hidden in a Snapshot version. Players need to download a Prototype Data Pack to test it (see all the info attached to the Java snapshot 21W15A in the Minecraft Official website).



ARCHEOLOGY KICKED!



Of the announcement made by Mojang, the only major disappointment was related to the indefinite postponement of the archeology. One of the funniest features of this update will not be in any of the 2021 update slots.



UPDATE

COPPER: THE NEW ORE



Copper ore is a new block available in the overworld, a mineral that can “spawn” in underground areas between levels 0-192 (will be easy to find around levels 100). Copper has various shades as over the time it changes its color - as in the real life the blocks will oxidize through daily cycles.

This mineral has four stages of weathered: copper,

light weathered, semi-weathered and weathered copper. Right now there are available recipes for: blocks, slabs and stairs (no armor or weapons are possible to be created with copper for the moment). No matter the format, all of them will suffer the color change over the time. To collect copper players must mine with a stone pickaxe or higher.



STAGE 1
COPPER



STAGE 2
LIGHT WEATHERED
COPPER



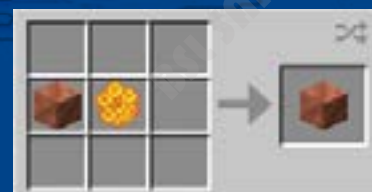
STAGE 3
SEMI-WEATHERED
COPPER



STAGE 4
WEATHERED COPPER

ANTI-OXIDIZE TREATMENT

IF YOU WANT TO MAINTAIN COPPER COLOR FOREVER, THERE IS A RECIPE FOR THAT. THIS ANTI-OXIDIZE TREATMENT WILL COMBINE A HONEYCOMB WITH ANY COPPER BLOCK IN ANY STAGE. IT WILL ASSUME THE NAME OF WAXED COPPER AND WILL STOP THE WEATHERED PROCESS.



MINECRAFT

COPPER RECIPES

LIGHTNING RODS

The lightning rod in minecraft has the expected use: divert lightning strikes. It's rare to happen, but occasionally your house can be hit by a lightning strike (like once in a million games).

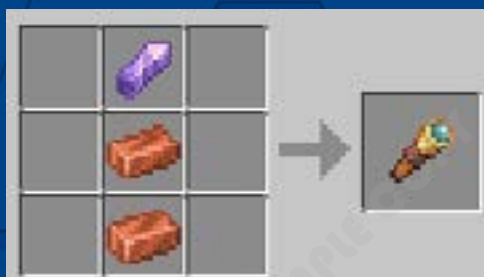
Right now a simple block placed on the top of the structure protect all flammable blocks to be burned (the protected area is 4x16 blocks around the lightning rod, but be careful as the closest area around the lightning rod must be fireproof - the base, or with the heat will burn everything in the same way).

The recipe is very easy to memorize: three copper ingots.



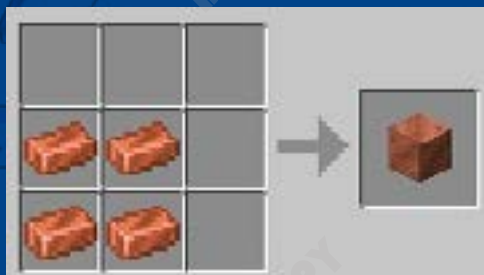
TELESCOPE

Also called spyglass, this new object will zoom up our view ten times. Telescopes can be crafted by using one amethyst shard plus two copper ingots. When used players can still move around, but the speed decreases significantly.



BLOCK OF COPPER

That's really it... a block made as expected with four ingots.



CUT COPPER
AS EXPECTED, PLAYERS CAN USE STYLIZED COPPER BLOCKS. AS IN ALMOST ANY MINERAL, PLAYERS CAN CREATE CUT BLOCKS, STAIRS OR SLABS.



COPPER BLOCK
AFTER SMELTING THE COPPER ORE IN INGOTS, PLAYERS CAN PICK UP IN NINE OF THOSE INGOTS AND AS EXPECTED CRAFT A NICE COPPER BLOCK.



COPPER INGOT
AFTER MINED WITH AN IRON PICKAXE OR ABOVE, COPPER ORE CAN BE SMELTED BEING TRANSFORMED IN A COPPER INGOT - THE BASE OF MOST OF THE RECIPES RELATED WITH COPPER.



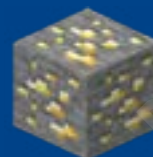
COPPER ORE
THE FUNDAMENTAL BLOCK OF COPPER IS THE COPPER ORE AND CAN BE FOUND UNDERGROUND WITH THE NEW CAVES UPDATE. IT HAS THE SAME RARITY LEVEL AS IRON, BUT IT PRESENTS VARIOUS LEVELS OF DEGRADATION AFTER SMELTED.



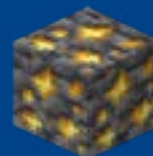
DEEPSLATE ORE VARIANTS



Found deep in the underground are now Deepslate blocks (previously known as Grimstone), a stone variant with twice the hardness. It's formed as blobs and what is more interesting about it is that some ores that spawn nearby will gain a deepslate variant: we are talking about iron, gold, diamond, redstone and lapis lazuli. Players will be able to easily spot those variants, as the deepstone variants have a darker design. Deepslate can be mined with a regular pickaxe and, preferably, with a Pickaxe with the Silk Touch Enchantment (regular pickaxe will drop Cobbled Deepslate, similar to blackstone, enchanted pickaxe will access the Deepslate block). The goal is use this variants in items that will gain more durability.



GOLD ORE



DEEPSLATE GOLD ORE

HERE IS AN EXAMPLE OF THE NEW TEXTURES OF THE DEEPSLATE ORE VARIANTS.



AMETHYSTS

Despite Dripstone and Lush Caves will just be created in the second wave of Caves & Cliffs upgrade, crystals can already be found in our explorations of the underground. Amethysts spawn in relatively big clusters and can be mined with Iron and beyond pickaxes. For now his use in mainly decorative (players can produce blocks of amethysts and Tinted Glass) and Telescopes.



TINTED GLASS = 4 AMETHYST SHARDS + 1 GLASS BLOCK

POWDER SNOW



Also available in mountain biomes are the new powder snow. This new blocks work as traps for players and mobs (if there is a hole the player may fall violently, otherwise it will slow the movement).

Goats hate these blocks and automatically jump over powder snow areas, what can alert players that this snow trap blocks are near. It's also possible to use powder snow in our advantage. Using a bucket players can store, transport and use them in specific areas, protect him of hostile mobs that can receive freezing damage. To avoid fall, any character using leather boots will not have any problems passing through Powder Snow.



DRIPSTONE CAVE BLOCKS

The new underground Biome called Dripstone Caves has Dripstone Blocks to alert players in their underground excavations that a cave is nearby. As referred the new caves are not be available, but this new blocks can already be found. Their use is totally decorative.



LUSH CAVE BLOCKS

Is a small detail from what is possible to find in future Lush Cave Biomes, but the glow lichens that will line the walls of these new caves can already be found in the underground. Lush Caves are probably the most interesting biome to be added in Minecraft, despite the information that players will not be able to live there (it will be impossible to spawn in a Lush Cave and create their a home). Bats are also the only hostile mobs able to attack players here.



UPDATE

GOATS

Goats are, within the new released mobs, the ones that will bring the greatest impact to the Overworld. They are “domesticable”, can be easily reproduced using only wheat, and are a good source of food. The only problem is that they can give some epic horns that can send us down from a mountain (the attack can make 1 point of damage in easy mode, 2 points in normal and 3 on hard). These amazing neutral mobs can already be found in the classic Mountain biomes.



A goat can follow a player that have wheat on their hands and not get away to a distance of 10 blocks. Beyond that the goat will also not charge while the wheat is visible.



If a bucket is used on a goat, goats just cows and mushrooms players. In game milk is not used to create cakes.

GLow SQUID

As expected the impact of glow squids in the Overworld ecosystem is relatively low, but the community has chosen this mob to be inserted in the 2020 New Mob voting and here it is. Glow Squids spawn on ocean biomes (deep waters) and in underground water courses. This means that the future Lush Caves Biomes will at least receive one more mob.

Glowing Squids are really similar to regular squids, with the difference they have a lower tolerance to light.



When a glow squid is dead drop a Glow Ink Sac. Unlike their homonyms Ink Sacs from regular Squids, these can at least be used in recipes with light (such as frames).



Glowing Squids were originally in the Minecraft App, as a passive mob from the

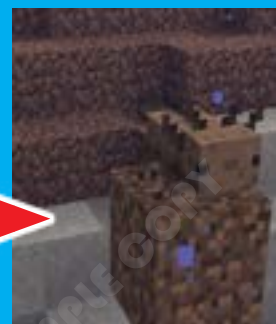
AXOLOTLs

Back to cool mobs once again. Axolotls are aquatic mobs that can be found in underground water courses. They spawn in five variants: Gold, Cyan, Wild and Lucy are considered common variants, while Blue is ultra-rare to be found.

Axolotls are passive to players but extremely hostile to almost all underwater mobs (just dolphins and turtles are safe from their attacks). As amphibians they can support some time outside water, but will move in the direction of the nearest water course.



Players can breed Axolotls in the same way that's done with fishes. First catch them with a bucket and create something similar to a pool/lake.



Some of the variants showed up in the 2019 Minecraft Live were not Axolotls (like the green version).



MINECRAFT



milk will be taken. Prior to
oms were able to offer milk to
sed as food, but as ingredient

As expected there are baby goats in the game. You can reproduce them in a farm and for a goat enters in love mode you just need to feed them with wheat in a close area.

A goat can jump a distance of 10 blocks, usually this high jumps are just used to avoid powder snow. Charging jumps are smaller in the area covered and when miss the target and some element is hit a goat horn is dropped.



y released on Minecraft Earth
the swamplands biome.

In the voting that took place in last year Minecraft Live event, the Glow Squid won to moobloom and the iceologer.

Despite our disbelieves in squids on Minecraft, the community is receiving this glow items with faith, as the possibility in turning the text of any sign from dark to always-lit seems delightful.



to the community during last
used in the final version of the
(on).

It's quite strange but it's possible to use leads on Axolotls. He can live a bit longer on land, but even so is a bit odd to real do it.

Between hostile and non-hostile, Axolotls will always attack first hostile creatures as Drowned. If you help and Axolotl in battle he will in return give you regeneration and reduce fatigue.



SURVIVAL



YOUR FIRST DAY IN MINECRAFT



Starting a game in Minecraft is a hugely funny moment. It's really all about surviving; knowing that with the dark bad things will start to visit you.

The first task is harvest the trees near you with your hands. You will see wood blocks starting popping-up in your inventory. You then need to transform those blocks in planks (at this stage don't matter what wood are you harvesting, as for the creation of most items you can combined any kind of planks).

CRAFTING RECIPE FOR PLANKS

Ingredients: any type of Wood



With this planks your next quest will be create a Crafting Table. These tables allow players to

produce more items, as the greed is now a 3X3 in opposition of the 2x2 from the player's inventory.

CRAFTING RECIPE FOR CRAFTING TABLES

Ingredients: any type of planks



Most of the basic elements that each player needs to have in the begging of this adventure requires a stick. Sticks can be made by the conjunction of any two planks (or bamboos) and is useful to have a couple of ones always in the inventory.

CRAFTING RECIPE FOR STICKS

Elements: any type of planks



With your crafting table made you need to place it near the area where you will build your house. The most important items that you need to build are Pickaxe, Axe, Sword, Shovel, Bow and a Fishing Rod (the fishing and the bow ones will need a cobweb, let them be the last ones in your wish list and create it just when start exploring the world around you).

Pickaxes are the most used accessory in the game, as able players to harvest with more efficiency. Sometimes is needed a determined pickaxe to get a particular block -there are five different pickaxes to create, each one with their own durability and attack power (is not their main use, but it can defend you better than a stick).



MINECRAFT

NAME · INGREDIENTS · ATTACK DAMAGE* · CRAFTING RECIPE · DURABILITY				
WOODEN PICKAXE	PLANKS AND STICK	2		59
STONE PICKAXE	COBBLESTONE AND STICK	3		131
IRON PICKAXE	IRON AND STICK	4		250
GOLDEN PICKAXE	GOLD AND STICK	2		32
DIAMOND PICKAXE	DIAMOND AND STICK	5		1561
NETHERITE AXE	DIAMOND AXE + NETHERITE INGOTS	6		2031



Axes (that can be used to process wooden items and melee attacks), Swords and Bows, were described in detail in the previous issues, let's

then jump to the Shovel. This tool, as expected, is used to dig faster, what is really useful when players will look for more rare materials like

Iron or Gold. Shovels are also used to build a boat, as they have the function of Paddles - excepting the Java version.



* THE JAVA VERSION OF MINECRAFT HAS ALL THE ATTACKS INCREASED BY 0.5 POINTS.

NAME · INGREDIENTS · ATTACK DAMAGE* · CRAFTING RECIPE · DURABILITY				
WOODEN SHOVEL	PLANKS AND STICK	2		59
STONE SHOVEL	COBBLESTONE AND STICK	3		131
IRON SHOVEL	IRON AND STICK	4		250
GOLDEN SHOVEL	GOLD AND STICK	2		32
DIAMOND SHOVEL	DIAMOND AND STICK	5		1561
NETHERITE SHOVEL	DIAMOND SHOVEL + NETHERITE INGOTS	6		2031

As described, players have the energy bar and the hunger bar. As this is a Survival game, players need to eat and for that hunting and fishing are great ways to have your Minecraft character well fed. For hunting any weapon produced is useful, but for fishing you will need a Fishing Rod.

Crafting recipe for Fishing Rod.
Ingredients: any type of planks and a stick.

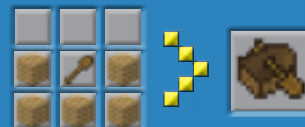


The recipe is quite easy, but it needs strings and sticks. Strings can be created by a simple recipe using Cobweb (strings have lots of uses besides the Fishing Rods, like crafting Bows, Crossbows or White Wool).

BOAT RECIPE

Boats are a really safe way to travel, as they give you speed and protection while in water (players can use boats outside the water but they give a slow motion speed). Your hunger bar will not be affected while inside of a boat, what is

another huge advantage. For creating one just use 5 Planks and a Shovel.



CRAFTING RECIPE FOR STRINGS.
Ingredients: Cobweb.



Creating a Bed is important as you can sleep there, what makes you skip the night (and his dangerous mobs) and the bed also marks your spawning point. After the Bed, torches are other

vital item as they will repel attacks from some of the most dangerous mobs in Minecraft. Just scatter them throughout the interior and exterior of the house.

CRAFTING RECIPE FOR BED.
Elements: Wool and Planks.



A Door is another safe element in the game, as it allows getting in and out with the protection that no one can enter in your house (it don't prevent an attack, but it's another security layer of protection). There are two main types of doors: wooden and iron.

CRAFTING RECIPE FOR DOORS.
Elements: Planks or Iron.





MINECRAFT



There are items in the game that requires the usage of the smelting process, that requires a Furnace (is more or less like crafting, but using heat/smoke instead). That is also something that is a must have in your Minecraft house.

CRAFTING RECIPE FOR FURNACE.
Elements: Cobblestone.



The final items to craft are the Chests. As is obviously you will need space to store the elements that you will loot and harvest during the Survival mode in your

house and chests have that use (with 27 slots of storage for each Chest crafted). When players set side-by-side two chests they will automatically merge and transform themselves in a double size chest.

CRAFTING RECIPE FOR CHESTS.
Elements: Planks





SURVIVAL



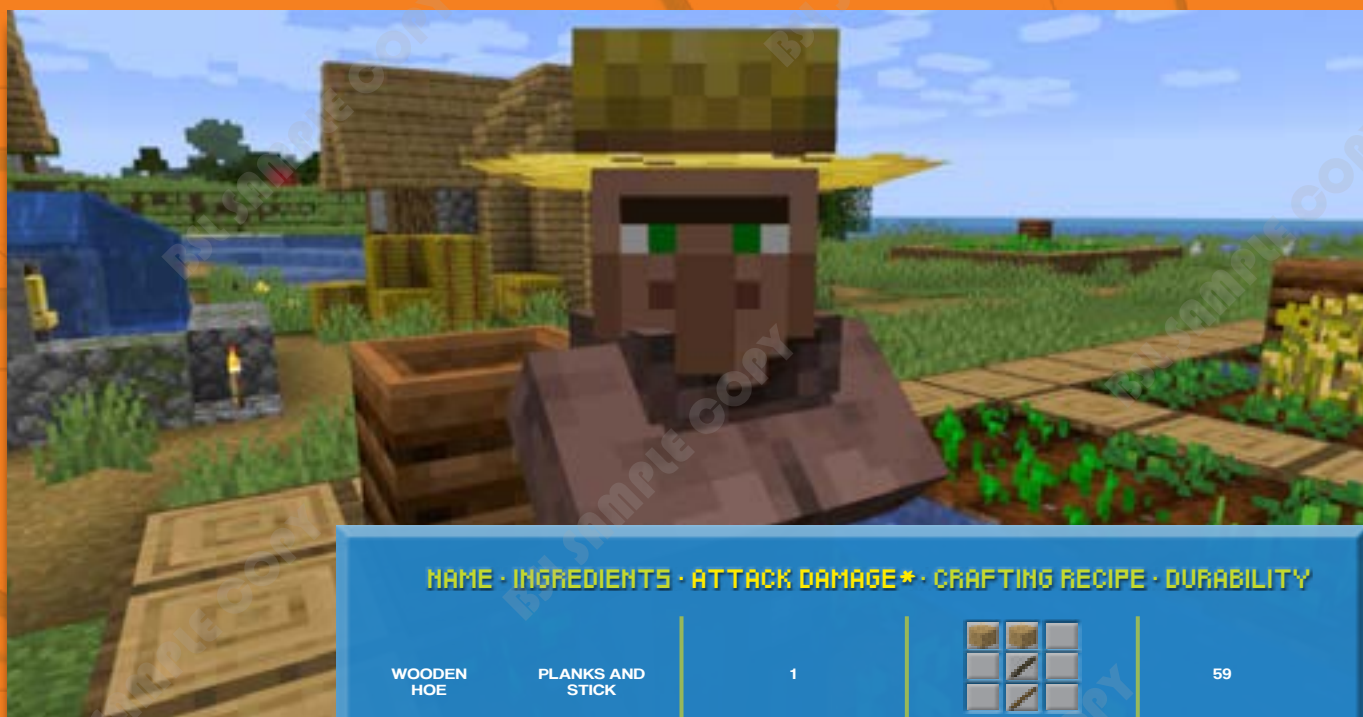
HOW TO BE SELF-SUFFICIENT

We love the survival mode because of the freedom that it gives to the players. We can work to achieve the End Dimension and try to end the game, but you can simply live and explore the huge world that you have around you.

One of the objectives in the game is obviously survive and for that you need to eat. Farming is a great

option for that, your life in the game becomes sustainable and you can also trade and make some diamonds.

But what's available and how to do it? The first thing is build a Hoe, this is a tool that transforms dirt or grass blocks in Farmlands.



NAME · INGREDIENTS · ATTACK DAMAGE* · CRAFTING RECIPE · DURABILITY

WOODEN
HOE

PLANKS AND
STICK

1



59

STONE HOE

COBBLESTONE
AND STICK

2



131

IRON HOE

IRON AND
STICK

3



250

GOLDEN
HOE

2 GOLD
INGOTS +
2 STICKS

1



32

DIAMOND
HOE

2 DIAMONDS + 2
STICKS

1



1561

NETHERITE
HOE

DIAMOND HOE +
NETHERITE INGOT

4



2031



HOE

* *IN JAVA EDITION HOES AS A WEAPONS JUST INFLICT 1 OF DAMAGE.

Before transform the soil into a farmland is important to choose the best spot for your farm, as it must be near water (at least 8 blocks near water or your life will be with a water bucket on your hands). It can be near a lake or if distant you can create a canal and transport water to your farm. After this you will transform the soil and leave the seeds in the blocks that were harvested with the

Hoe. After this you keep what you eat, sell some of them and start the process again and again, that's the life in agriculture. It's healthy and cheap, that's for sure. But keep in mind that some seeds need special conditions to be successful planted: Cocoa need the jungle Biome or Nether Wart the Soul Sand.

FARMING COMMON EXAMPLES

ITEM NAME	IMAGE	HUNGER POINTS RESTORED	GROW STAGES	SEEDS
Beetroot		1	4	Beetroot seeds
Carrot		3	8	Item used as seed
Cocoa		0	3	Cocoa Beans
Melon		6 to 21	8	Melon seeds
Nether Wart		0	4	Item used as seed
Potato		1	8	Item used as seed
Pumpkin		0	8	Pumpkin seeds
Sweet Berries		2	4	Item used as seed
Wheat		0	8	Wheat Seeds



SURVIVAL



LIVESTOCK FOR FOOD AND ITEMS

As farming, breeding animals is a common task to make money (selling to villagers some derivative products like leather or milk) or to simply have always a good stock of food on your inventory.

In the most common animals players need to use the type of food that they eat on their hands to attract those species to a closed site (most of the players use fences to not let them escape). Species like

cows, sheep and goats will follow if you use wheat, while carrots work on Rabbits and Pigs (with this last one Potatoes and Beetroots also work) while finally Horses and Donkeys will follow players with apples or carrots on their hands.

As soon as they are fed, the animals are ready to reproduce and later be tamed and saddled in order to facilitate our travels.



CRAFTING RECIPE FOR FENCES

Ingredients: Any Planks and stick



Most of the breeding species must be on a closed area and be fed to start reproducing. The easiest way to do it on an outdoors space is by creating fences (have it near your home). Like that your animals are reproducing freely without the risk of escaping.

CRAFTING RECIPE OF FENCE GATE

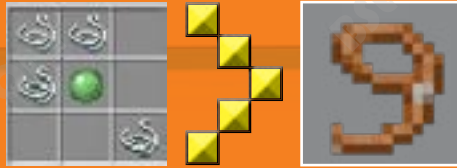
Ingredients: Any Planks and stick



Players need to get in and out on an easy way in this small ranch and having one or two gates is important for that. Another vital information is not forget that some species can be predators to others... having separate breeding areas per species is always safe.

CRAFTING RECIPE OF LEAD

Ingredients: Strings and Slime Ball



Some of the passive and utility mobs available in the game can be leashed. This item is useful to move the mob without the risk of escaping and, in the case of the mobs that are being used for transport, tying the mob to a wall, a fence or even a boat.

SADDLE

Recipe: Saddles can't be crafted



On Minecraft saddles can't be crafted by the player. They can be obtained one by looting chests on Dungeons, Desert Temples, Nether Fortresses, Villages, Strongholds, Jungle Temples or even as reward by Fishing (less than 1% of chances).

FARMING COMMON EXAMPLES

NAME	IMAGE	SOURCE OF	BREEDS WITH	USABLE ITEMS
Cat		String	Raw Cod and Raw Salmon	Lead and Dye
Chicken		Feathers, Eggs and Raw Chicken	Wheat, Beetroot, Melon or Pumpkin Seeds	Lead
Cow		Leather, Raw Beef and Milk	Wheat	Bucket and Lead.
Goat		Goat Horn, Milk and Raw Mutton	Wheat	Lead and Bucket.
Horse		Leather	Golden Carrot and Golden Apple	Saddle, Lead and Horse Armor.
Llama		Leather	Hay Bales	Lead and Carpets
Pig		Raw Porkchop	Carrots, Potatoes, and Beetroots.	Lead, Saddle, Carrot on a Stick.
Sheep		Wool and Raw mutton	Wheat	Lead, Shears and Dye.
Wolf		-	Any kind of meat or rotten flesh	Lead, Dye and Bones.

As described, players have the energy bar and the hunger bar. As this is a Survival game, players need to eat and for that hunting and fishing are great ways to have your Minecraft well fed. For hunting any weapon produced is useful, but for fishing you will need a Fishing Rod.

Crafting recipe for Fishing Rod.
Ingredients: any type of planks and a stick.

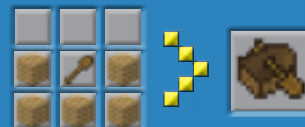


The recipe is quite easy, but it needs strings and sticks. Strings can be created by a simple recipe using Cobweb (strings have lots of uses besides the Fishing Rods, like crafting Bows, Crossbows or White Wool).

BOAT RECIPE

Boats are a really safe way to travel, as they give you speed and protection while in water (players can use boats outside the water but they give a slow motion speed). Your hunger bar will not be affected while inside of a boat, what is

another huge advantage. For creating one just use 5 Planks and a Shovel.



CRAFTING RECIPE FOR STRINGS.
Ingredients: Cobweb.



Creating a Bed is important as you can sleep there, what makes you skip the night (and his dangerous mobs) and the bed also marks your spawning point. After the Bed, torches are other

vital item as they will repel attacks from some of the most dangerous mobs in Minecraft. Just scatter them throughout the interior and exterior of the house.

CRAFTING RECIPE FOR BED.
Elements: Wool and Planks.



A Door is another safe element in the game, as it allows getting in and out with the protection that no one can enter in your house (it don't prevent an attack, but it's another security layer of protection). There are two main types of doors: wooden and iron.

CRAFTING RECIPE FOR DOORS.
Elements: Planks or Iron.





MINECRAFT



There are items in the game that requires the usage of the smelting process, that requires a Furnace (is more or less like crafting, but using heat/smoke instead). That is also something that is a must have in your Minecraft house.

CRAFTING RECIPE FOR FURNACE.
Elements: Cobblestone.



house and chests have that use (with 27 slots of storage for each Chest crafted). When players set side-by-side two chests they will automatically merge and transform themselves in a double size chest.

CRAFTING RECIPE FOR CHESTS.
Elements: Planks



The final items to craft are the Chests. As is obviously you will need space to store the elements that you will loot and harvest during the Survival mode in your





NEXT STOP: NETHER DIMENSION!

full of biomes, functioning as a universe in most ways similar to planet earth.

The Nether acts like a hell dimension, covered with lava and fire, and where most of the mobs are hostile. To get to the Nether players need to create a Nether Portal in the Overworld, and just then can be transport to this dimension.

The Nether is an important Dimension as is a gateway to get to the End Dimension, fight the Ender Dragon and end the game (the path is complex and involve Eyes of the Ender, Portal Rooms and the End Portal).

Here you will learn on how to get to the Nether creating a Nether Portal.

As mentioned before there are in Minecraft three Dimensions. The Overworld, which is the most known area of the game as it's where the adventure starts. It's the only dimension with a day and night cycle and is



THE FIRST OBJECTIVE FOR ENTERING THE NETHER DIMENSION IS COLLECTING OBSIDIAN. TO COLLECT OBSIDIAN YOU NEED TO MINE IT WITH A PICKAXE.



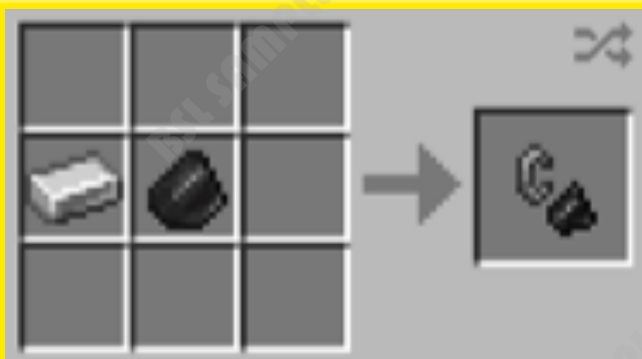
OBSIDIAN HAPPEN THE SAME WAY THAN THE REAL WORLD, THEY ARE FORMED WHEN LAVA COOLS DOWN VERY QUICKLY FORMING SOMETHING SIMILAR TO A VOLCANIC GLASS. IT USUALLY HAPPENS WHEN WATER AND LAVA ENTER IN CONTACT.

MINECRAFT



HOW TO CREATE A PORTAL

TO CREATE A PORTAL YOU NEED TO HAVE AT LEAST TEN OBSIDIAN BLOCKS, OR, IF YOU WANT TO GO IN FULL STYLE FOURTEEN BLOCKS. HERE YOU CAN SEE THE TWO FRAMES THAT YOU MAY CREATE TO ACCESS THE NETHER. ONCE THE FRAME IS MADE YOU NEED TO HAVE SOME FIRE INSIDE THE FRAME - MOST OF THE TIMES PLAYERS USE A FLINT AND STEEL OR A FIRE CHARGE.



TO CREATE A FLINT AND STEEL USE AN IRON INGOT WITH A FLINT. (AGORA COLOCA A RECEITA EM BAIXO, IMAGENS NA PASTA.)

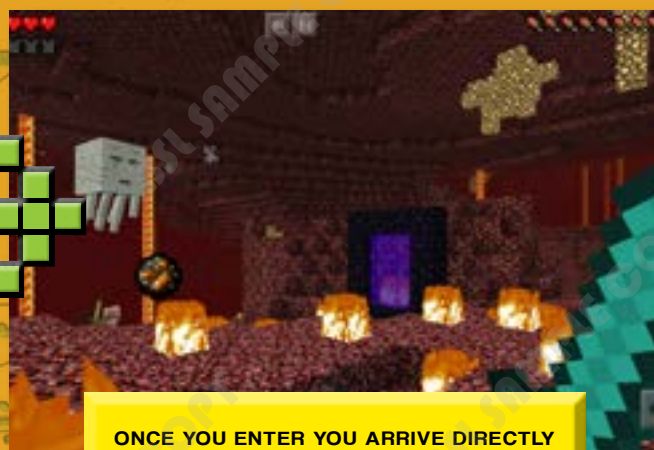


TO CREATE A FIRE CHARGE USE BLAZE POWDER, COAL OR CHARCOAL AND GUNPOWDER.

WHEN FIRE IS ACTIVATED INSIDE THE FRAME THE INTERIOR WILL BE OCCUPIED BY PURPLE NETHER PORTAL BLOCKS, MEANING THAT YOU CAN ENTER TO THE NETHER.



WITH OBSIDIAN YOU JUST HAVE TO CREATE A CLOSED RECTANGULAR AND VERTICAL FRAME MADE JUST OF THOSE BLOCKS AND THEN GIVE SOME FIRE INSIDE (WHAT WILL CREATE SOMETHING SIMILAR TO NETHER PORTAL BLOCK INSIDE THE FRAME).



ONCE YOU ENTER YOU ARRIVE DIRECTLY TO HELL. YOU WILL BE RECEIVED BY AMAZING MOBS LIKE GHASTS, SKELETONS OR ZOMBIE PIGMANS.

WEAPONS

A screenshot from the game Minecraft. The scene is set in a dark, underground cave with stone walls and floors. In the center, a player character with blonde hair and a black shirt is running towards the viewer. To the left, a character with dark skin and a blue shirt is also running. To the right, a character with red hair and a blue shirt is running. In the background, a character with a green shirt and a purple cape is standing on a raised platform. The player's health, hunger, and experience bars are visible at the bottom, along with a hotbar containing various items. The player's health is at 10 hearts, hunger is at 10, and experience is at 16. The hotbar contains a pickaxe, a sword, a bow, a crossbow, a shield, a potion, and a stack of 16 items. The player is holding a sword. The player's name is 'B17 Sample Copy'.



CRAFTING WEAPONS RECIPES

In Minecraft are available melee and ranged weapons, and also a mixed attack weapon. This last one is the Trident, used for melee attacks but can also be launched – great weapon but uncraftable.

NAME	INGREDIENTS	DAMAGE	CRAFTING RECIPE · DURABILITY
WOODEN AXE	ANY PLANKS AND STICK	4	 60
STONE AXE	COBBLESTONE AND STICK	4	 132
IRON AXE	IRON AND STICK	5	 251
GOLDEN AXE	GOLD AND STICK	6	 33
DIAMOND AXE	DIAMOND AND STICK	7	 1562
NETHERITE AXE	DIAMOND AXE + NETHERITE INGOT	8	 2032

AXE DAMAGE DIFFERENCES

The table above shows the damage values for the Bedrock Edition of the game. Below are the stats for the Java version of Minecraft.

Axes	Wooden	Stone	Iron	Golden	Diamond	Netherite
Damage	7	9	9	7	9	10



INVENTORY

NAME · INGREDIENTS		ATTACK POINTS	PULL-UP TIME · DAMAGE POINTS	CRAFTING RECIPE · DURABILITY
BOW	STICK AND STRING	0.1s (no charge) 0.2s - 0.9s 5 + 1s CRITICAL HIT	1 5 6 10	 384
CROSSBOW	STICK, STRING, IRON AND TRIPWIRE HOOK	-	9	 326

CRAFTING ARROWS, FIREWORK AND TRIPWIRE

To use a bow or a crossbow players need at least one arrow (or a Firework in case of a Crossbow), what makes it important to craft arrows on a regular bases. The Tripwire is what triggers the crossbow - without it crossbow is not possible to be crafted. Here you can find all the recipes for crafting these elements.

TRIPWIRE

IRON STICK PLANKS



2 (CROSSBOW INGREDIENT)

ARROWS

FLINT STICK FEATHER



4

SPECTRAL ARROWS (JAVA EDITION EXCLUSIVE)

GLOWSTONE DUST STICK



2 (GLOWING EFFECT IN MOBS)

TIPPED ARROWS

TIPOLOGY · INGREDIENTES · RECIPE · EXTRA EFFECT	TIPOLOGY · INGREDIENTES · RECIPE · EXTRA EFFECT
ARROWS OF DECAY (BEDROCK AND CONSOLE VERSIONS EXCLUSIVE)	ARROWS OF HEALING
ARROWS AND POTON OF DECAY	ARROWS AND POTON OF HEALING
	
IS LIKE POISON, BUT IT CAN KILL PLAYERS OF MOBS GIVING DAMAGE.	GIVES INSTANT HEALTH TO A PLAYER OR MOB. UNDEAD MOBS ARE HEALED BY THE INSTANT HEALING EFFECT.
ARROWS OF FIRE RESISTANCE	ARROWS OF INVISIBILITY
ARROWS AND POTON OF FIRE RESISTANCE	ARROWS AND POTON OF INVISIBILITY
	
GIVES IMMUNITY TO FIRE, LAVA AND FIRE BALLS TO PLAYERS AND MOBS HIT BY THIS ARROWS.	MOBS AND PLAYER AFFECTED BY THIS ARROWS WILL BE INVISIBLE TO OTHERS.
ARROWS OF HARMING	ARROWS OF LEAPING
ARROWS AND POTON OF HARMING	ARROWS AND POTON OF LEAPING
	
MOBS AND PLAYERS RECEIVE INSTANT DAMAGE EFFECT, BUT UNDEAD MOBS WILL BE HEALED.	PLAYERS AND MOBS WILL RECEIVE A JUMP BOOST EFFECT WHEN HIT BY THIS ARROWS.

TIPOLOGY · INGREDIENTES · RECIPE · EXTRA EFFECT

ARROWS
OF LUCK
(JAVA EDITION
EXCLUSIVE)

ARROWS
AND POTION
OF LUCK



INCREASE THE LUCK OF
PLAYERS OR MOBS BY
+1 FOR 37 SECONDS.

ARROWS
OF NIGHT
VISION

ARROWS AND
POTION OF
NIGHT VISION



INCREASES THE
BRIGHTNESS LEVEL TO
15 TO PLAYERS AND
MOBS THAT WERE HIT.

ARROWS
OF POISON

ARROWS AND
POTION OF
POISON



MOBS AND PLAYERS
HIT BY THIS ARROW WILL
RECEIVE DAMAGE TO
THEIR HEALTH DURING
A PERIOD OF TIME, BUT
WILL NOT KILL.

ARROWS
OF REGENERATION

ARROWS AND
POTION OF
REGENERATION



RESTORE HEALTH
DURING TIME TO
PLAYERS AND MOBS HIT
BY THIS ARROW.

ARROWS
OF SLOW
FALLING

ARROWS AND
POTION OF
SLOW FALLING



ELIMINATES FALL
DAMAGE EFFECT TO
PLAYERS AND MOBS HIT
BY THIS ARROW.

ARROWS
OF SLOWNESS

ARROWS AND
POTION OF
SLOWNESS



PLAYERS AND MOBS
AFFECTED BY THIS
ARROWS WILL HAVE
THEIR SPEED REDUCED.

TIPOLOGY · INGREDIENTES · RECIPE · EXTRA EFFECT

ARROWS
OF
STRENGTH

ARROWS AND
POTION OF
STRENGTH



ATTACK DAMAGE WILL
BE INCREASED AFTER
PLAYERS OR MOBS ARE
HIT BY THIS ARROW.

ARROWS
OF
SWIFTNES

ARROWS AND
POTION OF
SWIFTNES



INCREASE THE SPEED
FOR PLAYERS AND MOBS
HIT BY THIS ARROW.

ARROWS
OF
TURTLE
MASTER

ARROWS AND
POTION OF
TURTLE MASTER



PLAYERS OR MOBS
WILL RECEIVE
SLOWNESS AND
RESISTANCE EFFECT
WHEN HIT.

ARROWS
OF
WATER

ARROWS
AND POTION
OF WATER
BREATHING



PLAYERS AND MOBS
AFFECTED BY THIS
ARROW WILL RECEIVE
THE ABILITY TO
BREATHE UNDER WATER
FOR AN AMOUNT
OF TIME.

ARROWS
OF
WEAKNESS

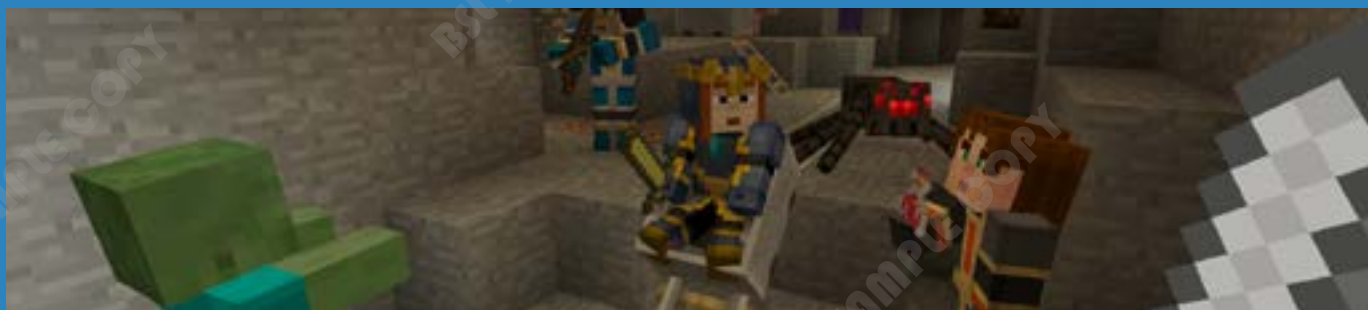
ARROWS AND
POTION OF
WEAKNESS



PLAYERS AND MOBS
AFFECTED BY THIS
ARROW WILL HAVE
THEIR ATTACK DAMAGE
REDUCE.



INVENTORY



NAME · INGREDIENTS

DAMAGE

CRAFTING RECIPE · DURABILITY

WOODEN SWORD	STICK AND PLANKS	5		60
GOLDEN SWORD	STICK AND GOLD	5		33
STONE SWORD	STICK AND COBBLESTONE	6		132
IRON SWORD	STICK AND IRON	7		251
DIAMOND SWORD	STICK AND DIAMOND	8		1562
NETHERITE SWORD	DIAMOND SWORD + NETHERITE INGOT	9		2032

SWORDS VS AXES

Java and Bedrock have always a huge amount of differences between the performance of Axes and Swords (in Java the Axes were more powerful than Swords) and Swords presented different attack speed between each type of sword. Right now the differences are limited to the Attack Damage.

JAVA SWORD DAMAGE VALUES

SWORDS · WOODEN · GOLD · STONE · IRON · DIAMOND · NETHERITE

ATTACK DAMAGE	4	5	6	4	7	8
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TRIDENT

This weapon doesn't have a recipe as is not craftable. Do find tridents you must kill a Drowned mob (but it will be hard to find a trident as the percentage is really low to spawn this weapons).



JAVA EDITION MELEE · CRITICAL MELEE ATTACK · RANGE

ATTACK DAMAGE	9	13	8
DPS	9.9	14.3	8
DURABILITY	250		

BEDROCK MELEE · RANGE

ATTACK DAMAGE	9	8
DURABILITY	250	

HOW TO FIX A WEAPON?

After the durability is reached, your weapon will be damaged and will not make any attack. To fix a weapon you need to merge two damaged weapons of the same type as described below.



INVENTORY

ENCHANTING YOUR WEAPON

This special block allow players to spent some of their experience points or lapis lazuli to enchant their Weapon. But to have an Enchanting Table you also need to craft it and we explain how to do it below.

In Survival Mode you can also use an anvil, combining and Enchanted Book with an item or two items of the same type but with different enchantments.



BOOK



DIAMOND



OBSIDIAN



WEAPONS

· ENCHANTMENT · MAX LVL ·

EFFECT

						AXE, BOW, CROSSBOW, SWORD, TRIDENT, SHIELD	CURSE OF VANISHING	1	WHEN A PLAYER DYE THE CURSED BOW IS NOT DROPPED. (JAVA AND CONSOLE VERSIONS EXCLUSIVE)
						BOW	FLAME	1	TRANSFORM ARROWS IN FLAMING ARROWS.
						BOW	INFINITY	1	ARROWS WILL NOT BE CONSUMED.
						AXE, BOW, CROSSBOW, SWORD, TRIDENT, SHIELD	MENDING	1	USES XP TO REPAIR WEAPONS.
						BOW	POWER	5	INCREASE DAMAGE.
						BOW	PUNCH	2	INCREASES KNOCKBACK.
						AXE, BOW, CROSSBOW, SWORD, TRIDENT, SHIELD	UNBREAKING	3	INCREASES DURABILITY.
						AXE	FORTUNE	3	WHEN MINING INCREASES THE BLOCK DROPS.
						AXE	SILK TOUCH	1	BLOCKS DROP THEMSELVES WHEN MINING.
						AXE	EFFICIENCY	5	INCREASES MINING SPEED.
						AXE, SWORD	SHARPNESS	5	INCREASES ATTACK DAMAGE AGAINST MOBS.
						AXE, SWORD	SMITE	5	INCREASES ATTACK DAMAGE AGAINST UNDEAD MOBS.

WEAPONS

· ENCHANTMENT · MAX LVL ·

EFFECT

		AXE, SWORD	BANE OF ARTHROPODS	5	INCREASES ATTACK DAMAGE AGAINST ARTHROPODS.
		SWORD	FIRE ASPECT	2	YOUR TARGET WILL BE ON FIRE.
		SWORD	LOOTING	3	THE AMOUNT OF LOOT DROPPED BY MOBS IS INCREASED.
		SWORD	KNOCKBACK	2	INCREASES KNOCKBACK.
		SWORD	SWEEPING EDGE	3	INCREASE DAMAGE OF SWEEP ATTACKS. (JAVA EDITION EXCLUSIVE)
		CROSSBOW	QUICK CHARGE	3	RELOAD TIME IS REDUCED.
		CROSSBOW	MULTISHOT	1	TRIPLE THE ATTACK IN ARROWS AND FIREWORKS.
		CROSSBOW	PIERCING	4	ARROWS CAN PIERCE MULTIPLE ENEMIES.
		TRIDENT	LOYALTY	3	WHEN THROW YOUR TRIDENT RETURNS TO YOU.
		TRIDENT	CHANNELING	1	IF RAINING SUMMONS A LIGHTNING BOLT IN ATTACK.
		TRIDENT	RIPTIDE	3	IN WATER OR RAIN GIVES SPLASH DAMAGE AND TRANSPORT THE PLAYER IN THE TRIDENT DIRECTION. (BEDROCK VERSION EXCLUSIVE)
		TRIDENT	IMPALING	5	AGAINST SEA CREATURES INCREASES ATTACK DAMAGE IN JAVA EDITION. AGAINST MOBS IN WATER OR RAINING INCREASES

SHIELDS

Despite not being weapons, as they are connected with combat, we've added Shields to this article. The recipe is quite simple, using any kind of planks, and the repairing is the same than all the other weapons (two broken shields will create a new one with 5% added to the durability). Shields have a durability of 337 and can prevent attacks of 3 points of damage - above four it reduce one point to the damage.



CHANGING THE COLOR OF SHIELDS

You can change the color of your shield to combine better with your skin. For that you have a simple recipe described below merging a shield with a banner. It not change any powers, but it gives you extra style.

INVENTORY

ARMOR

These items are vital to protect our Minecraft Heroes and are also used by some foes, making hard to beat them on the battleground. Players can find four kinds of armor (Helmet, Chestplate, Leggings and boots) and five tiers to upgrade - with the exception of the Helmets, which with the Turtle Shell option have an additional tier.



CHAINMAIL

GOLD

TURTLE
SHELL



→ **HELMET**



→ **CHESTPLATE**



→ **LEGGINGS**



→ **BOOTS**

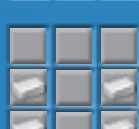
LEATHER

IRON

DIAMOND NETHERITE

CRAFTING RECIPES

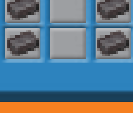
As in most of the items in Minecraft, players need recipes to construct them. This works for all the tiers of the Armor with one exception: Chainmail armor items, which are not possible to be crafted.

NAME	INGREDIENTS	DEFENSE POINTS	CRAFTING RECIPE - DURABILITY
HELMET	LEATHER	1	 55
CHESTPLATE	LEATHER	3	 80
LEGGINGS	LEATHER	2	 75
BOOTS	LEATHER	1	 65
HELMET	IRON	2	 165
CHESTPLATE	IRON	6	 240
LEGGINGS	IRON	5	 225
BOOTS	IRON	2	 195



INVENTORY



NAME	INGREDIENTS	DEFENSE POINTS	CRAFTING RECIPE · DURABILITY
HELMET	GOLD	2	 77
CHESTPLATE	GOLD	5	 112
LEGGINGS	GOLD	3	 105
BOOTS	GOLD	1	 91
HELMET	DIAMOND	3	 363
CHESTPLATE	DIAMOND	8	 528
LEGGINGS	DIAMOND	6	 495
BOOTS	DIAMOND	3	 429
HELMET	NETHERITE	3	 407
CHESTPLATE	NETHERITE	8	 592
LEGGINGS	NETHERITE	6	 555
BOOTS	NETHERITE	3	 481



ENCHANTING YOUR ARMOR

This special block allow players to spent some of their experience points or lapis lazuli to enchant their Armor (and besides that weapons and books can also be empowered the same way). But to have an Enchanting Table you also need to craft it and we explain how to do it below.

In Survival Mode you can also use an anvil, combining and Enchanted Book with an item or two items of the same type but with diferent enchantments.



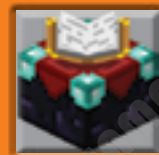
BOOK



DIAMOND



OBSIDIAN



ENCHANTMENTS UPGRADES TO ARMOR

DAMAGE REDUCTION POINTS (LEVELS)

ENCHANTMENT · ATTACKS

1 · 2 · 3 · 4

PROTECTION

ALL

1

2

3

4

FIRE PROTECTION

BLAZE FIREBALLLS,
FIRE, BLAZE

2

4

6

8

BLAST PROTECTION

EXPLOSIONS

2

4

6

8

PROJECTILE PROTECTION

ARROWS, BLAZE
FIREBALLS, GHAST

2

4

6

8

FEATHER FALLING

FALL DAMAGER

3

6

9

12





BEDROCK/JAVA MOBS

THE EXTENDED LIST OF ACTIVE MOBS

A new mob will be added in the game after the Minecraft Live 2020. The voting will be open during the streaming event to the community and we expect something like the Bees, a mob with huge impact on the game environment. But if you are still curious about all the mobs that we can interact in all the Biomes and Dimensions then here you have the 68 active mobs from the Bedrock and Java versions (we've excluded the two Education Edition exclusives mobs and variations to be clearer).



1-AXOLOTL



CLASS: UNDERWATER
BIOME/DIMENSION: UNDERGROUND WATER
MOB BEHAVIOR: PASSIVE
HP: 13
DAMAGE EASY/NORMAL/HARD: N/A
INTRODUCED IN THE GAME: 2021

2-BAT



CLASS: FLYING MOBS
BIOME/DIMENSION: OVERWORLD CAVES
MOB BEHAVIOR: PASSIVE
HP: 6
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2012

3-BEE



CLASS: FLYING MOBS
BIOME/DIMENSION: OVERWORLD FORESTS/PLAINS
MOB BEHAVIOR: NEUTRAL
HP: 10
DAMAGE EASY/NORMAL/HARD: 2/2/3
INTRODUCED IN THE GAME: 2019

4-BLAZE



CLASS: FLYING MOBS
BIOME/DIMENSION: NETHER FORTRESSES
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 4/6/9 (CONTACT)
DAMAGE EASY/NORMAL/HARD: 5/5/5 (FIREBALL)
INTRODUCED IN THE GAME: 2011

MINECRAFT

5-CAT



CLASS: TAMEABLE MOB
BIOME/DIMENSION: OVERWORLD VILLAGES/SWAMP HUTS
MOB BEHAVIOR: PASSIVE
HP: 10
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2012

6-CAVE SPIDER



CLASS: CRAWLING MOB
BIOME/DIMENSION: OVERWORLD MINESHAFTS
MOB BEHAVIOR: HOSTILE ON DARK
HP: 12
DAMAGE EASY/NORMAL/HARD: 2/2/3 WITH POISON
INTRODUCED IN THE GAME: 2011

7-CHICKEN



CLASS: COMMON MOB
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: NEUTRAL
HP: 4
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2010

8-CHICKEN JOCKEY



CLASS: RARE MOB
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: HOSTILE
HP: JOCKEY 20 - CHICKEN 4
DAMAGE EASY/NORMAL/HARD: 2/3/4 (CHICKEN JOCKEY)
DAMAGE EASY/NORMAL/HARD: 5/8/12 (ZOMBIFIED PIGLIN)
INTRODUCED IN THE GAME: 2013

9-COD



CLASS: FISH
BIOME/DIMENSION: OCEANS
MOB BEHAVIOR: PASSIVE
HP: 3
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2018

10-COW



CLASS: COMMON MOB
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: PASSIVE
HP: 10
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2010

11-CREEPER



CLASS: COMMON MOB
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 22.5/43/64.5 (NORMAL)
DAMAGE EASY/NORMAL/HARD: 43.5/85/127.5 (CHARGED)
INTRODUCED IN THE GAME: 2009

12-DOLPHIN



CLASS: OCEAN MOBS
BIOME/DIMENSION: OCEANS
MOB BEHAVIOR: NEUTRAL
HP: 10
DAMAGE EASY/NORMAL/HARD: 2.5/3/4.5
INTRODUCED IN THE GAME: 2018

13-DONKEY



CLASS: TAMEABLE MOB
BIOME/DIMENSION: VILLAGES/PLAINS/SAVANNA
MOB BEHAVIOR: PASSIVE
HP: 15
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2013

14-DROWNED



CLASS: UNDERWATER MOBS
BIOME/DIMENSION: OVERWORLD OCEAN/RIVER
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 2.5/3/4.5
DAMAGE EASY/NORMAL/HARD: 5/9/12 (TRIDENT)
INTRODUCED IN THE GAME: 2018

15-ELDER GUARDIAN



CLASS: UNDERWATER MOBS
BIOME/DIMENSION: OCEAN MONUMENTS
MOB BEHAVIOR: HOSTILE
HP: 80
DAMAGE EASY/NORMAL/HARD: 5/8/12 (LASER)
DAMAGE EASY/NORMAL/HARD: 2/2/3 (SPIKE)
INTRODUCED IN THE GAME: 2014

16-ENDER DRAGON



CLASS: FLYING MOBS
BIOME/DIMENSION: THE END
MOB BEHAVIOR: HOSTILE
HP: 200
DAMAGE EASY/NORMAL/HARD: 6/10/15 (MELEE)
DAMAGE EASY/NORMAL/HARD: 6/6/6 (FIREBALL)
INTRODUCED IN THE GAME: 2011

17-ENDERMAN



CLASS: TELEPORT MOBS
BIOME/DIMENSION: OVERWORLD, NETHER AND THE END
MOB BEHAVIOR: NEUTRAL
HP: 40
DAMAGE EASY/NORMAL/HARD: 4.5/7/10.5
INTRODUCED IN THE GAME: 2011

18-ENDERMITE



CLASS: HOSTILE MOBS
BIOME/DIMENSION: OVERWORLD, NETHER AND THE END
MOB BEHAVIOR: HOSTILE
HP: 8
DAMAGE EASY/NORMAL/HARD: 2/2/3
INTRODUCED IN THE GAME: 2014

19-EVOKER



CLASS: ILLAGER
BIOME/DIMENSION: WOODLAND MANSIONS
MOB BEHAVIOR: HOSTILE
HP: 24
DAMAGE EASY/NORMAL/HARD: 4/6/9
INTRODUCED IN THE GAME: 2016

20-FOX



CLASS: NOCTURNAL MOBS
BIOME/DIMENSION: TAIGA
MOB BEHAVIOR: PASSIVE
HP: 10 (JAW) 20 (BEDROCK)
DAMAGE EASY/NORMAL/HARD: 2/2/3
INTRODUCED IN THE GAME: 2019

BEDROCK/JAVA MOBS

21-GHAST



CLASS: FLOATING MOBS
BIOME/DIMENSION: THE NETHER
MOB BEHAVIOR: HOSTILE
HP: 10
DAMAGE EASY/NORMAL/HARD: 7/12/25
DAMAGE EASY/NORMAL/HARD: 6/6/6 (EXPLOSION)
INTRODUCED IN THE GAME: 2010

22-GLOWING SQUID



CLASS: OCEAN MOBS
BIOME/DIMENSION: OVERWORLD OCEAN AND RIVERS
MOB BEHAVIOR: PASSIVE
HP: 10
DAMAGE EASY/NORMAL/HARD: N/A
INTRODUCED IN THE GAME: 2021

27-HUSK



CLASS: DESERT MOBS
BIOME/DIMENSION: DESERT
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 2.5/3/4.5
INTRODUCED IN THE GAME: 2016

28-IRON GOLEM



CLASS: UTILITY MOBS
BIOME/DIMENSION: OVERWORLD VILLAGES
MOB BEHAVIOR: NEUTRAL
HP: 100
DAMAGE EASY/NORMAL/HARD: 11.75/21.5/32.25
INTRODUCED IN THE GAME: 2012

29-LLAMA



CLASS: TAMEABLE MOBS
BIOME/DIMENSION: OVERWORLD SAVANNA AND MOUNTAINS
MOB BEHAVIOR: NEUTRAL
HP: 15-30
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2016

34-PANDA



CLASS: JUNGLE MOBS
BIOME/DIMENSION: JUNGLE
MOB BEHAVIOR: NEUTRAL
HP: 20
DAMAGE EASY/NORMAL/HARD: 4/6/9
INTRODUCED IN THE GAME: 2018

35-PARROT



CLASS: TAMEABLE JUNGLE MOBS
BIOME/DIMENSION: JUNGLE
MOB BEHAVIOR: PASSIVE
HP: 6
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2017

35-PHANTOM



CLASS: UNDEAD MOB
BIOME/DIMENSION: OVERWORLD OR THE NETHER
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 4/6/9
INTRODUCED IN THE GAME: 2018

40-POLAR BEAR



CLASS: ICE MOBS
BIOME/DIMENSION: ICE BIOMES
MOB BEHAVIOR: NEUTRAL
HP: 30
DAMAGE EASY/NORMAL/HARD: 4/6/9
INTRODUCED IN THE GAME: 2016

41-PUFFERFISH



CLASS: OCEAN MOBS
BIOME/DIMENSION: OCEANS
MOB BEHAVIOR: PASSIVE
HP: 3
DAMAGE EASY/NORMAL/HARD: 2/2/3 POISON
INTRODUCED IN THE GAME: 2018

42-RABBIT



CLASS: COMMON MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: PASSIVE
HP: 3
DAMAGE EASY/NORMAL/HARD: DOESN'T ATTACK
INTRODUCED IN THE GAME: 2014

43-RAVAGER



CLASS: HOSTILE MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: HOSTILE
HP: 100
DAMAGE EASY/NORMAL/HARD: 7/12/18 (MELEE)
DAMAGE EASY/NORMAL/HARD: 4/6/9 (ROAR)
INTRODUCED IN THE GAME: 2018

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23-GOAT



CLASS: TAMABLE
BIOME/DIMENSION: OVERWORLD MOUNTAINS
MOB BEHAVIOR: NEUTRAL
HP: 10
DAMAGE EASY/NORMAL/HARD: 1/1/1
INTRODUCED IN THE GAME: 2021

24-GUARDIAN



CLASS: UNDERWATER MOBS
BIOME/DIMENSION: OCEAN MONUMENTS
MOB BEHAVIOR: HOSTILE
HP: 30
DAMAGE EASY/NORMAL/HARD: 4/6/9 (LASER)
DAMAGE EASY/NORMAL/HARD: 2/2/3 (SPIKES)
INTRODUCED IN THE GAME: 2014

25-HORSE



CLASS: TAMEABLE MOBS
BIOME/DIMENSION: PLAINS AND SAVANNAS
MOB BEHAVIOR: PASSIVE
HP: 15
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2013

26-HOGLIN



CLASS: NETHER MOBS
BIOME/DIMENSION: THE NETHER
MOB BEHAVIOR: HOSTILE
HP: 15
DAMAGE EASY/NORMAL/HARD: 5/8/12
INTRODUCED IN THE GAME: 2020

30-MAGMA CUBE



CLASS: NETHER MOBS
BIOME/DIMENSION: NETHER
MOB BEHAVIOR: HOSTILE
HP: SMALL 1 MEDIUM 4 BIG 16
DAMAGE EASY/NORMAL/HARD: SMALL 2.5/3/4.5 MEDIUM 3/4/6 BIG 4/6/9
INTRODUCED IN THE GAME: 2011

31-MOOSHROOM



CLASS: COMMON MOBS
BIOME/DIMENSION: OVERWORLD MUSHROOMS FIELDS
MOB BEHAVIOR: PASSIVE
HP: 10
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2011

32-MULE



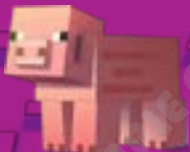
CLASS: FLYING MOBS
BIOME/DIMENSION: THE END
MOB BEHAVIOR: HOSTILE
HP: 200
DAMAGE EASY/NORMAL/HARD: 6/10/15 (MELEE)
DAMAGE EASY/NORMAL/HARD: 6/6/6 (FIREBALL)
INTRODUCED IN THE GAME: 2011

33-OCELOT



CLASS: JUNGLE MOBS
BIOME/DIMENSION: JUNGLE
MOB BEHAVIOR: PASSIVE
HP: 10
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2012

36-PIG



CLASS: COMMON MOB
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: PASSIVE
HP: 10
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2009

37-PIGLIN



CLASS: NETHER MOB
BIOME/DIMENSION: THE NETHER
MOB BEHAVIOR: HOSTILE
HP: 16
DAMAGE EASY/NORMAL/HARD: 5/9/13 (MELEE)
DAMAGE EASY/NORMAL/HARD: 3/3/4 (RANGED)
INTRODUCED IN THE GAME: 2020

38-PIGLIN BRUTE



CLASS: NETHER MOB
BIOME/DIMENSION: THE NETHER
MOB BEHAVIOR: HOSTILE
HP: 50
DAMAGE EASY/NORMAL/HARD: 6/10/15
INTRODUCED IN THE GAME: 2020

39-FILLAGER



CLASS: ILLAGER MOB
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: HOSTILE
HP: 24
DAMAGE EASY/NORMAL/HARD: 3/4/4 (RANGED)
DAMAGE EASY/NORMAL/HARD: 2/3/5 (MELEE)
INTRODUCED IN THE GAME: 2018

44-SALMON



CLASS: OCEAN MOBS
BIOME/DIMENSION: OVERWORLD OCEAN AND RIVERS
MOB BEHAVIOR: PASSIVE
HP: 3
DAMAGE EASY/NORMAL/HARD: DOESN'T ATTACK
INTRODUCED IN THE GAME: 2018

45-SHEEP



CLASS: COMMON MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: PASSIVE
HP: 8
DAMAGE EASY/NORMAL/HARD: DOESN'T ATTACK
INTRODUCED IN THE GAME: 2009

46-SHULKER



CLASS: END MOBS
BIOME/DIMENSION: THE END CITIES
MOB BEHAVIOR: HOSTILE
HP: 30
DAMAGE EASY/NORMAL/HARD: 4/4/4
INTRODUCED IN THE GAME: 2015

47-SILVERFISH



CLASS: HOSTILE MOBS
BIOME/DIMENSION: OVERWORLD STRONGHOLDS AND MOUNTAINS
MOB BEHAVIOR: HOSTILE
HP: 8
DAMAGE EASY/NORMAL/HARD: 1/1/1
INTRODUCED IN THE GAME: 2011



BEDROCK/JAVA MOBS

48-SKELETON



CLASS: UNDEAD MOBS
BIOME/DIMENSION: OVERWORLD AND THE NETHER
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 3/4/5 (RANGED)
DAMAGE EASY/NORMAL/HARD: 2/2/3 (MELEE)
INTRODUCED IN THE GAME: 2009

49-SKELETON HORSE



CLASS: UNDEAD MOBS
BIOME/DIMENSION: OVERWORLD IN SKELETON TRAPS
MOB BEHAVIOR: PASSIVE
HP: 15
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2013

50-SKELETON HORSEMAN



CLASS: UNDEAD MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 3/4/5 (RANGED)
DAMAGE EASY/NORMAL/HARD: 2/2/3 (MELEE)
INTRODUCED IN THE GAME: 2015

51-SLIME



CLASS: HOSTILE MOBS
BIOME/DIMENSION: OVERWORLD SWAMPS
MOB BEHAVIOR: HOSTILE
HP: SMALL 1 MEDIUM 4 BIG 16
DAMAGE EASY/NORMAL/HARD: SMALL 0/0/0 MEDIUM 2/2/3 BIG 3/4/6
INTRODUCED IN THE GAME: 2010

56-STRAY



CLASS: UNDEAD MOBS
BIOME/DIMENSION: OVERWORLD SNOW BIOMES
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 3/4/5 (RANGED)
DAMAGE EASY/NORMAL/HARD: 2/2/3 (MELEE)
INTRODUCED IN THE GAME: 2016

57-STRIDER



CLASS: NETHER MOBS
BIOME/DIMENSION: THE NETHER
MOB BEHAVIOR: PASSIVE
HP: 15
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2020

58-TROPICAL FISH



CLASS: OCEAN MOBS
BIOME/DIMENSION: OVERWORLD OCEANS
MOB BEHAVIOR: PASSIVE
HP: 3
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2018
NOTE: MOB WITH MOST VARIANTS - 3584 SPECIES.

59-TURTLE



CLASS: OCEAN MOBS
BIOME/DIMENSION: OVERWORLD OCEANS AND BEACHES
MOB BEHAVIOR: PASSIVE
HP: 30
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2018

64-WITCH



CLASS: UNCOMMON MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: HOSTILE
HP: 26
DAMAGE EASY/NORMAL/HARD: 6/6/6 POISON
INTRODUCED IN THE GAME: 2012

65-WARDEN



CLASS: BLIND MOB
BIOME/DIMENSION: UNDERGROUND CAVES (DEEP DARK)
MOB BEHAVIOR: HOSTILE
HP: NA
DAMAGE EASY/NORMAL/HARD: 30/30/30
INTRODUCED IN THE GAME: 2021

67-WOLF



CLASS: TAMEABLE MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: NEUTRAL
HP: 8
DAMAGE EASY/NORMAL/HARD: 3/4/6
INTRODUCED IN THE GAME: 2011

68-ZOGLIN



CLASS: UNDEAD MOBS
BIOME/DIMENSION: OVERWORLD AND THE END
MOB BEHAVIOR: HOSTILE
HP: 40
DAMAGE EASY/NORMAL/HARD: 5/8/12
INTRODUCED IN THE GAME: 2020

69-ZOMBIE VILLAGERS



CLASS: UNDEAD MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 2.5/3/4.5
INTRODUCED IN THE GAME: 2012

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52-SNOW GOLEM



CLASS: UTILITY MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: PASSIVE
HP: 4
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2011

53-SPIDER



CLASS: COMMON MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: NEUTRAL
HP: 16
DAMAGE EASY/NORMAL/HARD: 2/2/3
INTRODUCED IN THE GAME: 2009

54-SPIDER JOCKEY



CLASS: RARE MOBS
BIOME/DIMENSION: OVERWORLD CAVES
MOB BEHAVIOR: HOSTILE
HP: SKELETON 20 SPIDER 16
DAMAGE EASY/NORMAL/HARD: 4/4/5 (SKELETON BOW)
DAMAGE EASY/NORMAL/HARD: 2/2/3 (SKELETON MELEE)
INTRODUCED IN THE GAME: 2010

55-SQUID



CLASS: OCEAN MOBS
BIOME/DIMENSION: OVERWORLD OCEAN AND RIVERS
MOB BEHAVIOR: PASSIVE
HP: 10
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2011

60-VEX



CLASS: FLYING UNDEAD MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: HOSTILE
HP: 14
DAMAGE EASY/NORMAL/HARD: 5.5/9/13.5
INTRODUCED IN THE GAME: 2016

61-VILLAGER



CLASS: COMMON MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: PASSIVE
HP: 20
DAMAGE EASY/NORMAL/HARD: 5/5/6
INTRODUCED IN THE GAME: 2011

62-VINDICATORS



CLASS: LLAGER MOBS
BIOME/DIMENSION: OVERWORLD WOODLAND MANSIONS
MOB BEHAVIOR: HOSTILE
HP: 24
DAMAGE EASY/NORMAL/HARD: 7.5/13/19.5
INTRODUCED IN THE GAME: 2016

63-WANDERING TRADER



CLASS: COMMON MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: PASSIVE
HP: 20
DAMAGE EASY/NORMAL/HARD: DOES NOT ATTACK
INTRODUCED IN THE GAME: 2019

66-WITHER



CLASS: UNDEAD MOBS
BIOME/DIMENSION: OVERWORLD
MOB BEHAVIOR: HOSTILE
HP: 300 (JAVA) 600 (BEDROCK)
DAMAGE EASY/NORMAL/HARD: 35.5/69/103.5
INTRODUCED IN THE GAME: 2012
NOTE: THE UNIQUE PLAYER MADE HOSTILE MOB IN THE GAME.

67-WITHER SKELETON



CLASS: UNDEAD MOBS
BIOME/DIMENSION: THE NETHER
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 5/8/12 (MELEE)
DAMAGE EASY/NORMAL/HARD: 1/1/1 (WITHER)
INTRODUCED IN THE GAME: 2012

70-ZOMBIFIED PILGRIM



CLASS: UNDEAD MOBS
BIOME/DIMENSION: THE NETHER
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 5/8/12
INTRODUCED IN THE GAME: 2020

71-ZOMBIE



CLASS: UNDEAD
BIOME/DIMENSION: OVERWORLD (NIGHT)
MOB BEHAVIOR: HOSTILE
HP: 20
DAMAGE EASY/NORMAL/HARD: 2.5/3/4.5
INTRODUCED IN THE GAME: 2009





MARKETPLACE FREE MAPS

GOOD TROUBLE: SOCIAL JUSTICE MOVEMENTS AROUND THE WORLD

The pedagogical areas of Minecraft Education are being expanded during 2021, with more lessons to be added in the areas of citizenship. This goal will have an “anchor” called The Good Trouble Map, an amazing world shared free of charge with all Minecraft users from all platforms (from mobile to consoles), has focus on equity and inclusion, based on the teachings of US Congressman John Lewis. The impact of the movement “Black Lives Matter” wants to be permanent inside Minecraft and “Good Trouble” is just the first statement. Enjoy!



A GAME-BASED LEARNING PLATFORM THAT PROMOTES CREATIVITY, COLLABORATION, AND PROBLEM-SOLVING IN AN IMMERSIVE DIGITAL ENVIRONMENT. THAT IS THE GOAL OF THE EDUCATIONAL MINECRAFT.



DURING THIS PANDEMIC, MOJANG TRIED TO MERGE BOTH PLATFORMS THE BEST WAY POSSIBLE, AS STUDENTS WERE AT CONFINEMENT AND THAT MEANS LOTS OF CONTENTS RELEASED ON THE MARKETPLACE THAT WERE ONCE EDUCATION EXCLUSIVES.

MINECRAFT



EDUCATION COLLECTION

THE MARKETPLACE HAS NOW A PERMANENT AREA CALLED EDUCATION COLLECTION, NO MATTER IF YOU ACCESS IT BY A CONSOLE OR THE PC, WHERE MOJANG STORE EVERYTHING THAT WAS OFFERED FOR FREE WITH EDUCATIONAL PROPOSES. YOU CAN FIND LESSONS FROM BIOLOGY TO HISTORY, WHERE YOU CAN LEARN A LOT JUST WONDERING AROUND AMAZING MAPS. GOOD TROUBLE WILL BE RELEASED HERE.

WHO WAS JOHN LEWIS?

JOHN ROBERT LEWIS (FEBRUARY 21, 1940 – JULY 17, 2020) WAS A CIVIL RIGHTS LEADER WHOSE ACTIONS BECAME VERY KNOWN IN THE MOVEMENT TO END LEGALIZED RACIAL SEGREGATION IN THE UNITED STATES. THIS MAP HAS THE GOAL OF PRESERVING HIS MEMORY AND HIS IDEALS.



© By Ronald Reagan Presidential Library



HISTORY AND SCIENCE WERE THE PREFERRED CLASSES, BUT NEXT YEAR THE SEGMENT OF HUMAN RIGHTS AND CITIZENSHIP WILL BE HUGELY EXPLORED STARTING WITH THIS GOOD TROUBLE MAP.



EVEN AFTER THE RELEASE REGULAR UPDATES ARE MADE IN EDUCATIONAL FREE MAPS, AS THE MALALA YOUSAFZAI "ONE GIRL AMONG MANY" IN-GAME LESSONS OF THE GOOD TROUBLE MAP.



MARKETPLACE FREE MAPS

SUSTAINABILITY CITY



This great educational map developed by Mojang, also available to all versions of Minecraft for free, has the goal to give students and players a sense of stewardship for the planet. How a city can be created with components able to offer sustainable homes, how to managing non-recycling waste products, clean electricity generation and responsible forestry, are some of the lessons that we will receive in this outstanding map.

To make it real interactive and suitable to all ages, characters and an easy interface will guide users in the city, explaining that small changes in our daily lives can have a big impact in the future of our planet. Right now six lessons are available, but as usual updates are expected and more content will be added to enrich the experience.



When the game starts a Teacher will present you all the classes available. Even when more are added in the future, will be here that you can start each one of them.



After the lesson starts, as the map is really gigantic, players will see some stars sparkling on the air. That's the direction that you must follow to complete tasks.



Despite the pedagogic goals, the map is really fun to play. Doing cool requests, as turning on the wind turbines, offers knowledge while you are playing meaning a big score for Mojang.

IT'S GOOD TO BE GREEN

This Sustainability City has a huge Recycle Plant. Here is possible to understand what happen in each stage of the produced garbage, what materials are recyclable and what happens to materials that aren't. The characters present in each location explain each phase in detail, trying on top of that to replicate the most used professions needed to complete the recycling process.



DOWNLOAD DETAILS



NAME: SUSTAINABILITY CITY

DEVELOPER: MINECRAFT

PRICE: FREE

VERSIONS: AVAILABLE TO ALL MINECRAFT VERSIONS

LESSONS

The map is beautiful and was created originally to be used on Minecraft Education Edition. With so many students worldwide confined at home, a new guide system was created to be more user-friendly to players and help everybody to complete the tasks.



SUSTAINABLE FOOD PRODUCTION

Starting in a Grocery Store and ending in a Farm, players will explore sustainable practices for every step of food production (learning all the sub-products and services needed until they hit the shelves).



OUTFLOW ORDER

If you were ever curious about how it works the water treatment, Mojang will here explain in a very interactive way all stages of the process. From the how water drains to the treatment plant until treated water returns to your home again.

